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15:39 EST [\[George\]](#)

ATI Shows off SMARTSHADER Enhancement

Way back in May, ATI was making big noises about its **TRUEFOR** technology. Today, the ATI ballyhoo has to do with another new tech may indicate how the company intends to pitch its next generation SMARTSHADER is an evolutionary byproduct of Microsoft DirectX 8.0 and Vertex Shader specifications that ATI says will allow game developers to create more realistically-lit computer-generated images. Both DirectX 8 and OpenGL extensions developed by ATI) will enable the SMARTSHADER capability says that SMARTSHADER provides support for up to six textures rendering pass and reduces the memory bandwidth constraints associated with multi-pass rendering. By doubling the maximum allowable length of programs, developers could create complex effects to model the visual appearance of materials and surfaces, including hair, skin, wood, and water. SMART technology also includes support for Vertex Shaders, which are small programs that are executed on the vertices that form the building blocks of 3D models. These shaders can modify the shape and position of objects and may be used for handling character animation, objects that bend and ripple like cloth, and particle effects like sparks and rain. ATI hasn't told anyone what hardware will include SMARTSHADER (or TRUFOR, for that matter) but wherever these technologies end up, both the hardware and the software will have to support DirectX 8. ATI has a detailed whitepaper about SMARTSHADER on its website [here](#) and another one about TRUFOR [here](#).

14:54 EST [\[George\]](#)

Fujitsu 2.3GB MO Drives and Price Cuts Arrive

According to Fujitsu, the benefits of Magneto-Optical discs are that they are resistant to vibration, moisture, dust and magnetic fields won't destroy the data stored on them. The company has a whole line of MO drives and just announced its 2.3GB bare MO gadget. The MCJ3230AP 2.3GB IDE drive has nearly double the capacity of its predecessor, Fujitsu's 1.3GB line of MO drives. The drive can read and write to all 3.5-inch MO media capacities, including 640MB, 540MB, 230MB and 128MB, as well as Over-Write disks (including 540MB). It provides a 19ms seek time, data transfer rates up to 8MB/sec and an 8MB buffer size. Fujitsu also let us know that many of its MO disk drives have new lower price points. As part of the price reduction, the company is pricing the 1.3GB and 640MB series of MO drives later this month at as low as \$219 for the DynaMO640AI 640MB drive. The 2.3GB MCJ3230AP and storage media will be available in August, but we don't know yet how much they'll cost. Fujitsu plans on releasing an Ultra S version of the drive by the end of the year. The company backs its MO drives with a lifetime warranty—which we presume only covers the disks and not the drives themselves.

MIPS Technologies Licenses 32-Bit Chip to IDT

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**July 16, 2001
Maxtor and VERITAS
Unburden MS
Exchange Servers**

they contain.

14:30 EST [George]

Maxtor and VERITAS Unburden MS Exchange Servers

Text-based email messages typically move quickly to their destination causing a stir. However, in a large enterprise, the files that are often messages can really bog the system down. To try to alleviate this Maxtor has teamed with VERITAS to offer a bundled solution for businesses that could help you manage Microsoft Exchange e-mail storage. The bundle includes the Maxtor MaxAttach NAS 4100, a network-attached storage device that adds up to 320GB of capacity, and VERITAS Remote Storage for Microsoft Exchange to take e-mail attachments off of a company's servers and store them remotely. When implemented on the Microsoft Windows 2000 PowerPC running Server Appliance Kit 1.7, the bundle enables centralized offloading data. VERITAS's Remote Storage for Microsoft Exchange handles the attachment in the Microsoft Exchange databases and the then data from the Maxtor MaxAttach NAS 4100 when end users need to retrieve attachments. The Maxtor MaxAttach NAS 4100 is priced at U.S. \$1,400. The VERITAS Remote Storage for Microsoft Exchange is priced at U.S. \$1,400. The MaxAttach Exchange E-mail Relief Bundle is available initially from Micro, Ingram Micro and Tech Data. A \$200 rebate on the bundle from Maxtor for a limited time.

13:31 EST [George]

Zip 100MB Value Drive

Even though most folks have moved on to higher capacity backup drives, the little Zip drive still has its place in the world. Most of us don't have computers, so the inability to back up files on the road presents a little nightmare that we'd all like to avoid. Add the ability to shuttle files between computers and the fact that a lot of people still have Zip drives and the little gadget's value. Iomega's new 100MB Zip USB VL-Series drive has two advantages over the old parallel-port clunker I keep around. First, it's available in August at a U.S. suggested retail price of \$69.95 (not a bad price for a back-up device). Second, it doesn't need a power adapter. Just plug it into a USB port and it's good to go, connecting to a host computer with a USB cable. The drive is compatible with all Iomega Zip 100MB disks, and Iomega's USB cable and IomegaWare software for Macintosh, Windows, and Linux. I like Iomega is cutting costs on the packaging too. The drives will be blister packs for display on wall pegs in stores.

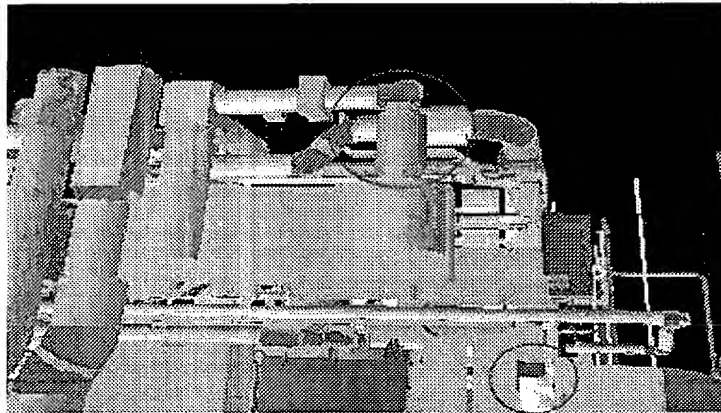
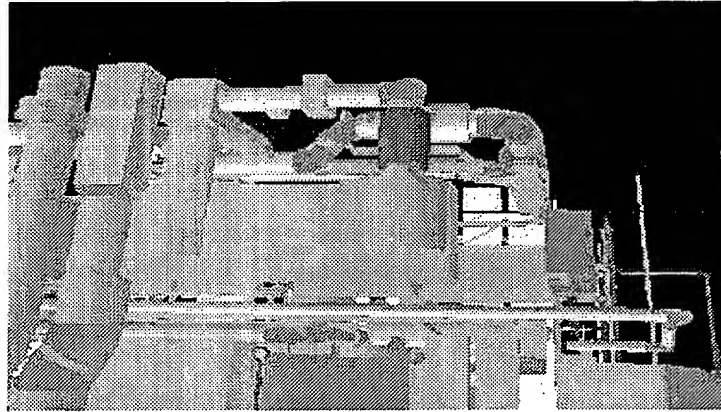
03:16 EST [George]

3DLabs Wildcat II 5000 Roars Onto Shelves

3DLabs putting its Wildcat Accelerators out in consumer boxes is the progression of its recent marketing activities. In May, the company introduced the **Wildcat 4110** card into the hands of systems integrators as well as end users. In June, it was joined by the **Wildcat II 5110**. Today, 3DLabs lets us know that the Wildcat II 5000 will be the first of the big kitties to be available as a product to both systems integrators and end users. The Wildcat II 5000 is based on the same architecture that powers the Wildcat II 5110, the programmable geometry engine. It supports digital flat panel and displays using the DVI standard, as well as a variety of Pentium III, Pentium Pro and Pentium 4 processor-based systems with AGP 4X slots.

Keep in mind that, for around \$1,400, it's not a gaming card. It's a workstation card that a card like this is overkill for games, but that it's not what it was

for. Uwe went over the differences between mainstream and professional cards way back in **May of last year**. Basically, professional users are extremely high polygon rates (for large wireframes and other works) and don't have a tremendous need for rendering lots of textures until virtually complete (the rendering at that point is primarily taken care of by the processor). They also tend to look for cards that are customized to the specific app they are using. As an example of the results of high polygon and pixel accuracy, take a look at the two graphics below. These were running the Viewperf benchmark, which measures the performance of a card running under OpenGL. The image on the top shows the results of the benchmark on the Wildcat II 5000 and the one on the bottom shows the benchmark and data being run on a lower end card. The circled areas are that were missed in rendering the image. Not a big deal in a game, big deal if you are trying to represent a car or other CAD image on screen.



Uwe also did a **review of OpenGL-based cards** last month that you should take a look at in thinking about the features you need in your graphics monsters. You can also use it to decide whether or not you need one.

Wildcat II 5000 features a driver that has been certified with a number of digital content creation applications including Alias|Wavefront Studio Tools, Autodesk's AutoCAD and Inventor, Discreet's 3ds max, LightWave, PTC's CDRS and Pro/ENGINEER, SDRC's I-DEAS, SOF and UGS's Solid Edge and Unigraphics. The card includes many technologies that power the Wildcat II 5110 (which clocks in at about \$1,500) including an extensible geometry processor that offloads calculations from the host CPU, a rasterization engine that delivers a sustained 8.5 million triangles/sec. with a peak 166 Mpixels/sec. trilinear fill rate, a 3

buffer, 32 MB texture memory, 16 MB direct burst memory, m scene-mode antialiasing (to ditch distracting aliasing artifacts accelerated 3D volumetric textures, and a DVI connector. 3DLabs al estimated ProCDRS benchmark of over 37 and Awadvs score topp Wildcat II is available this month for under \$1,400 and can be purch distributors or directly from 3DLabs **online store**.

01:59 EST [[George](#)]

Change of Address for Your Email Address

When you change your mailing address, there's an easy way to no office of your new digs so that you don't miss any of your snail change your phone number, it's just as easy to call the phone com folks trying to get in touch with you get a message that gives the number. If you change your email address, however, I hope you onl five people to contact or you're going to spend a day sending every s you know the new contact info. Many of us have been frustr experience of changing our email address. While it's understood t competing with each other, disconnecting you from your compadre seemed like a brutal punishment for leaving an ISP that you're un According to an article in **PC World**, an estimated 100 million e-mai United States change addresses each year, and a company called now attempting to build a national (U.S.) platform for e-mail add information. You register your old and new e-mail addresses and shoots would-be correspondents your new e-mail address. You can a notified for approval before that your address is given out. They int the service free to consumers and have it paid for by ISPs. That's the part. If ISPs (and former employers) wanted to perform this altr those leaving their services, it probably would already be happening.

01:03 EST [[George](#)]

Xi Offers Linux and Solaris Support for Radeon VE

Windows-based drivers now come out the door with just about ev card known to man but support for other operating systems sometim lag behind a bit. If you're a Linux or Solaris user of Xi Graphic's Acce you can go ahead and plug in that ATI Radeon VE card whenever y the change to buy it. Support for the Radeon VE is now availab downloadable update to owners of the Xi Graphics Accelerated-X v6 system. The driver supports the Radeon's DualView feature in S Screen mode and splits the output buffer between two monitors, cursor to drag things across the boundary of the two screens. In mode, one monitor can display a small cursor-movable area onto a s with a different resolution. The resolution can be "hot-key" switche the image size. If you're ready to download the upgrade, go to Xi's **w** new software supports Linux and Solaris 8 for Intel and comes with standard Accelerated-X v6 boxed product. The cost of the boxe \$99.95 and includes free unlimited technical support.

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Independence Day Ed

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